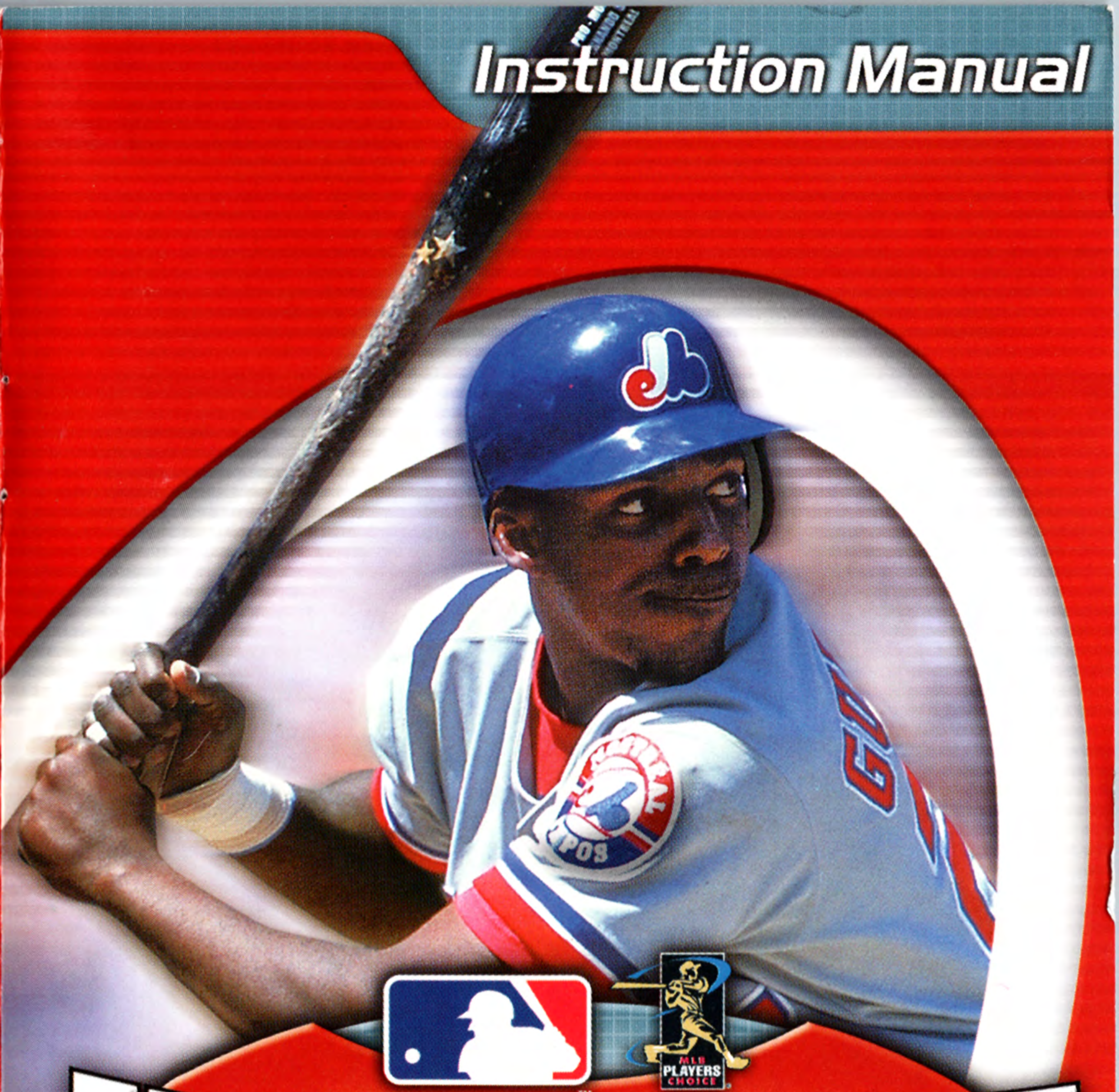
# Instruction Manual



# HIGH HEAT™

## Major League Baseball®

## 2002

EVERYONE
E
CONTENT RATED BY ESRB

3DO™

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

HIGH HEAT™ Major League Baseball® 2002

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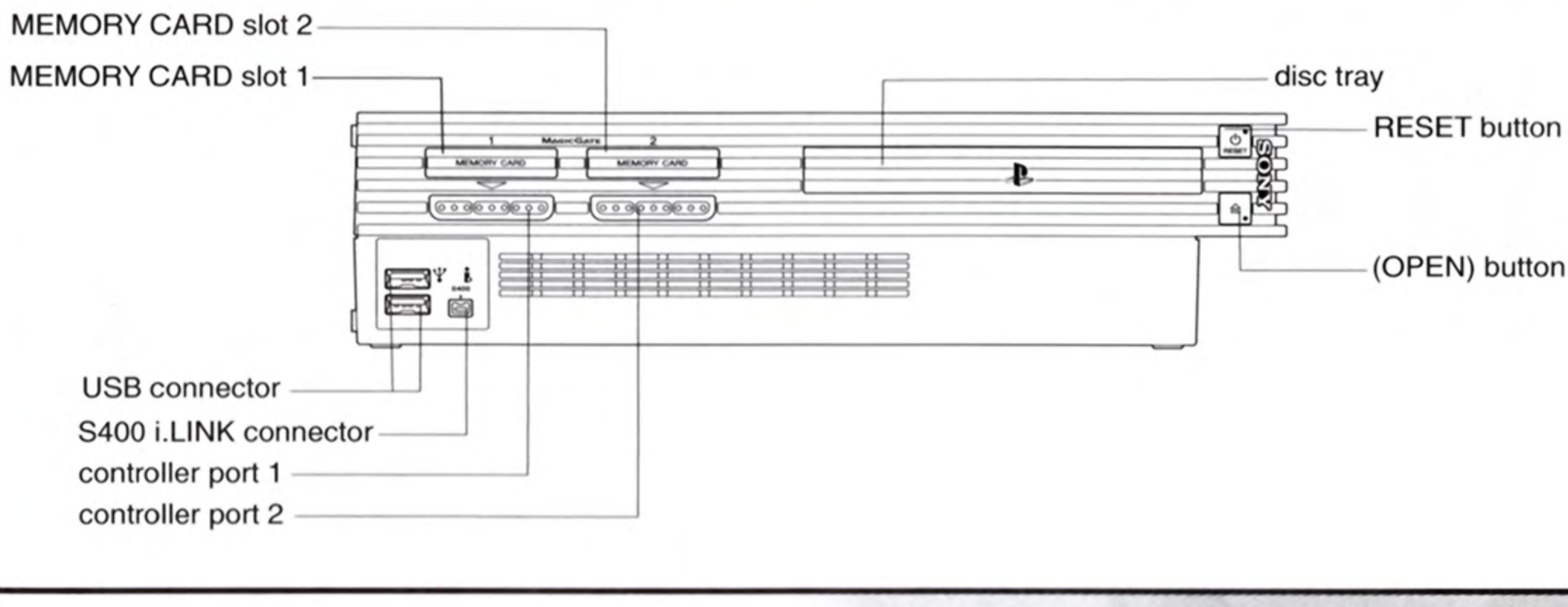
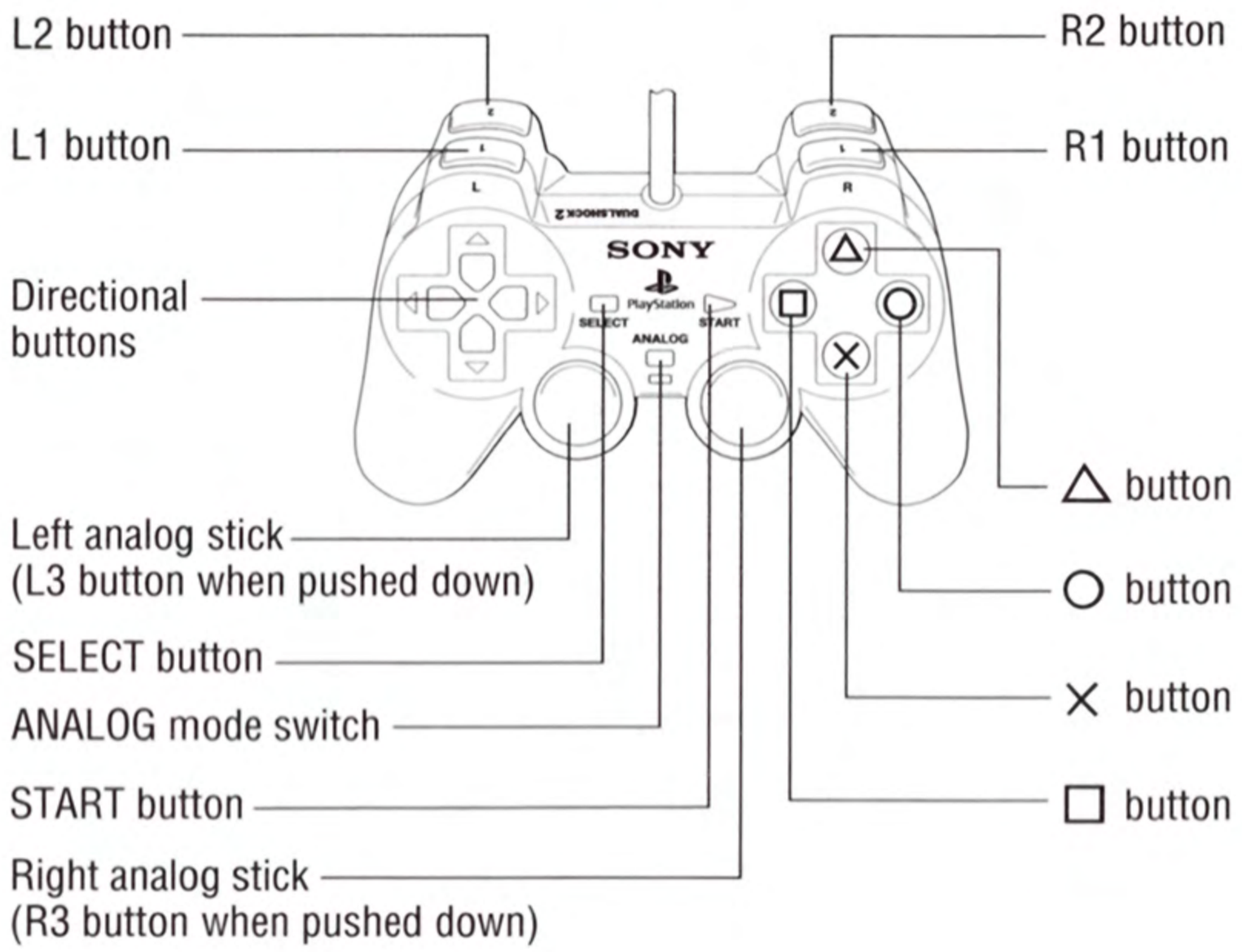
# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *High Heat™ Major League Baseball® 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (for PlayStation®2) with at least 1500KB of free memory in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.

# CONTROLS




## MENU CONTROLS

Unless otherwise noted onscreen or in this manual:
The ↑ and ↓ directional buttons are used to move between menu items.
The ← and → directional buttons are used to change the values of some menu items.
Use the ⊗ button to accept and continue.
Use the △ button to go back to the previous screen.

## NOTES

***Analog Controller Support:*** *the analog sticks on the DUALSHOCK™2 analog controller is not supported for directional control in* High Heat Major League Baseball 2002. *However, vibration can be turned ON and OFF in the Preferences Menu.*

*NOTE: More in-depth control information can be found in the "PLAY BALL!" section on page 13.*

# PITCHING

## PITCH SELECTION

| | |
|---|---|
| Select pitch type | ⊗, ○, △, □, or R1 button |
| Align infield | directional button + L1 button<br>(hold the directional button first) |
| Align outfield | directional button + L2 button<br>(hold the directional button first) |
| Pitch legend on/off | SELECT button |
| Move pitcher on mound | ← or → directional button + R2 button<br>(hold the directional button first) |

## PITCH DELIVERY

| | |
|---|---|
| Pitch a strike | ⊗ button + directional button<br>(directional button for location) |
| Pitch a ball | ○ button + directional button<br>(no directional button = random ball target) |
| Pitchout | □ button |
| Pickoff first | L1 button + ○ button |
| Pickoff second | L1 button + △ button |
| Pickoff third | L1 button + □ button |

# BATTING

## DURING PITCH SELECTION

| | |
|---|---|
| Guess pitch type | L2 button + ⊗, ○, △, □, R1 button |
| Practice swing | ⊗ button + directional button |
| Square to bunt | △ button + directional button |

## DURING PITCH DELIVERY

| | |
|---|---|
| Swing | ⊗ button + directional button |
| Bunt | △ button + directional button |

Use the directional button to aim swing or bunt.
To check your swing, release the ⊗ button before the bat crosses the plate.
To swing through, press and hold the ⊗ button.

# BASERUNNING

| | |
|---|---|
| Lead | L1 button |
| Retreat lead | R1 button |
| Advance | □ button |
| Retreat | ○ button |
| Stop | △ button |

Use the directional buttons to specify a runner, otherwise the command applies to ALL baserunners.

## FIELDING

| | |
|---|---|
| Move active fielder | directional buttons |
| Jump | ⊗ button |
| Dive | ⊗ button + the directional button |
| Change active fielder | △ button |

## THROWING

| | |
|---|---|
| Throw to first | ○ button |
| Throw to second | △ button |
| Throw to third | □ button |
| Throw to home | ⊗ button |
| Throw to relay man | R1 button |
| Cut off throw | ○, △, ⊗, or □ button (after throw begins) |
| Run to base | L1 button |
| Run to specific base | L1 button + directional button (use the directional button to specify a base) |
| Run towards runner | L2 button |
| Run to specific runner | L2 button + directional button (use the directional button to specify a base) |
| Catcher pickoff | L1 button + □ or ○ button after the pitch begins (1st or 3rd bases only) |

## VIEW STADIUM/CAMERA CONTROLS

| | |
|---|---|
| Tilt | ↑ or ↓ directional button |
| Pan | ← or → directional button |
| Move forward | ⊗ button |
| Move backward | △ button |
| Strafe horizontally | ○ button + the ← or → directional button |
| Strafe vertically | ○ button + the ↑ or ↓ directional button |
| Zoom | L1 or R1 button |
| Exit | START button |
| Accelerate | hold the L2 or R2 button |
| Switch to VCR controls | SELECT button |

## REPLAY VCR

| | |
|---|---|
| Exit | START button |
| Play/Pause | ⊗ button |
| Step forward 1 frame | ○ button or → directional button |
| Step backward 1 frame | □ button or ← directional button |
| Fast forward 10 frames | R1 button or ↓ directional button |
| Fast backward 10 frames | L1 button or ↑ directional button |
| Switch to camera controls | SELECT button |

# ALTERNATE CONTROLS

## ALTERNATE PITCHING

### PITCH SELECTION

| | |
|---|---|
| Select pitch type | ⊗ button + directional button (see onscreen pitch legend) |
| Align infield | L1 button + directional button (hold the directional button first) |
| Align outfield | L2 button + directional button (hold the directional button first) |
| Pitch legend on/off | SELECT button |
| Move pitcher on mound | ⬅ or ➡ directional button + R2 button (hold the directional button first) |

### PITCH DELIVERY

| | |
|---|---|
| Pitch a strike | ⊗ button + directional button (the directional button for location) |
| Pitch a ball | ○ button + directional button (no directional button = random ball target) |
| Pitchout | □ button |
| Pickoff | △ button + directional button |

## ALTERNATE THROWING

| | |
|---|---|
| Move active fielder | directional button |
| Throw to first | ⊗ button + ➡ directional button |
| Throw to second | ⊗ button + ⬆ directional button |
| Throw to third | ⊗ button + ⬅ directional button |
| Throw to home | ⊗ button + ⬇ directional button |
| Throw to relay man | ⊗ button or R1 button |
| Cut off throw | ⊗ button (after throw begins) |
| Run to base | ○ button |
| Run to specific base | ○ button + directional button (use the directional button to specify a base) |
| Run to runner | □ button |
| Run to specific runner | □ button + directional button (use the directional button to specify a base) |
| Catcher pickoff | △ button + directional button after the pitch begins (1st or 3rd bases only) |

# MAIN MENU

## EXHIBITION

Play a single game using any of the 30 regular MLB or two All-Star teams. See "EXHIBITION PLAY" on Page 8 for details.

## SEASON

Play a season using from one to all 30 of the MLB teams. See "Starting a Season" on page 17 for more information. Player stats are updated as the season progresses.

## ALL-STAR GAME

Go directly to the All-Star Game featuring the American League and National League All Stars.

## PREFERENCES

Adjust volumes, controller configuration, view credits, save preferences, and load preferences.

# EXHIBITION PLAY

An Exhibition game allows two players to compete against one another, one player to play against the CPU or the CPU to control both teams so you can sit back and watch. To start an Exhibition game:

1. Select Exhibition from the Main Menu screen.
2. Select teams.
3. Use the default game settings to go right into action, or you may customize your game with the many Game Options and Team Options to choose from.

## TEAM SELECT

1. Use the ⬅ and ➡ directional buttons to switch between Home and Away teams.
2. Use the ⬆ and ⬇ directional buttons to change teams.
3. Or press the ▣ button for random home and away selection.
4. Press the ⊗ button when you have the teams you want, or press the △ button to go back to the Main Menu.

## CONTROLLER ASSIGN

1. Use the ⬅ and ➡ directional buttons to assign your controller to either the Home or Away team, or leave it in the middle to have the CPU control the team.
2. Use the ⬆ and ⬇ directional buttons to change your skill level from Rookie all the way up to Hall of Famer.

## GAME MENU

From the Game Menu, you can access the following menus, or just press the ⊗ button to play ball!

- Lineup
- Bullpen
- Team Settings
- Game Options
- Stadium Select

## STADIUM SELECT

1. Select "STADIUM" on the Game Menu.
2. Use the ⬅ and ➡ directional buttons to scroll through any of the 30 MLB stadiums.
3. Select the stadium you wish to play in by pressing the ⊗ button.

## LINEUP

You can customize your starting lineup, bullpen, and player positions. Before the game begins, you can move players around in the starting lineup, or swap them back and forth with players on the bench.

## STARTING LINEUP & BATTING ORDER

Before the game begins, you can use the Lineup screen to change the starting lineup and batting order.

1. Select "SWAP PLAYER" to switch places in the batting order, or "SUB PLAYER" to bring in a new player in place of another.
2. Use the directional buttons to highlight the player to swap or substitute.
3. Press the ⊗ button to select the player.
4. Highlight the player to switch in the order or substitute.
5. Press the ⊗ button (press the △ button to cancel the selection).
6. The players have switched or have been substituted in the order specified.

## MAKING POSITION CHANGES

To change a player's position on the Lineup screen:

1. Select "SWAP" POSITION.
2. Highlight the player whose position you want to change and press the ⊗ button (to cancel the position change, press the △ button).
3. Next, highlight the second player, and press the ⊗ button again.
4. The positions for both players swap.

## SUBSTITUTIONS

During the game, you can use the Lineup screen to bring a position player in from the bench.

1. Press the START button to display the Pause Menu, then select Team Options.
2. Select "LINEUP". The Lineup Screen appears.
3. Select "SUB PLAYER".
4. Highlight the player to substitute.
5. Press the ⊗ button (press the △ button to cancel the selection).
6. The list of available players on the bench appears.
7. Highlight the player to bring in.
8. Press the ⊗ button.
9. The new player from the bench appears in the lineup in place of the first player.

If you bring in a pinch hitter for your pitcher, the Bullpen screen appears at the end of the inning and forces you to select a new pitcher. After you have selected your new pitcher, you must place him in the pitcher's spot (P) in the order. If you place him anywhere else in the order, you will be performing a DOUBLE SWITCH.

**DOUBLE SWITCH:** You will notice that when you pinch hit for the pitcher, at the beginning of the next inning, the new pitcher can be placed anywhere in the batting order. Whichever player is highlighted will be the player who is removed when you press the ⊗ button. It is important to note that if you choose to place your pitcher in any spot in the order other than the original pitcher spot, whoever pinch hits assumes the fielding position of the player who was just replaced.

## STATS

To view a player's stats for right or left-handed pitchers on the Lineup screen:
1. Highlight "SPLITS".
2. Press the ⊗ button.
3. The player's stats against left-handed pitchers appear.
4. Press the ⊗ button again.
5. The player's stats against right-handed pitchers appear.

To view a player's career statistics, on the Lineup screen:
1. Highlight "STATS".
2. Press the ⊗ button.
3. The player's career statistics appear.

To view the opposing team's stats on the Lineup screen:
1. Highlight the opposing team's abbreviation at the bottom of the screen.
2. Press the ⊗ button.
3. The opposing team's lineup appears with that team's stats.

## BULLPEN

Before the game begins, you can use the Bullpen to change your starting pitcher.
1. Select "BULLPEN" and the Bullpen screen appears.
2. Select "CHANGE PITCHER".
3. Use the directional buttons to highlight the desired pitcher.
4. Press the ⊗ button to bring him into the game (or press the △ button to cancel the substitution).

During the game, you can use the Bullpen to bring in a relief pitcher.
1. Press the START button to display the Pause Menu.
2. Select "TEAM OPTIONS". The Game Menu screen appears.
3. Select "BULLPEN" and the Bullpen screen appears.
4. Select "CHANGE PITCHER".
5. Use the directional buttons to highlight the desired reliever.
6. Press the ⊗ button to bring him into the game (or press the △ button to cancel the substitution).

**DOUBLE SWITCH:** If you replace your pitcher when the Designated Hitter rule is not in effect, the new pitcher can be placed anywhere in the batting order. Whichever player is highlighted will be the player who is removed when you press the ⊗ button. It is important to note that if you choose to place your pitcher in any spot other than the original pitcher spot, whoever pinch hit will assume the fielding position of the player who was just replaced.

# TEAM SETTINGS

**BATTING CAMERA**
This changes the camera angle when your team is up to bat. HIGH positions the camera above strike level and a little behind the batter. LOW positions the camera right behind home plate.

**FIELDING CAMERA**
This can be set from VERY LOW to RANDOM, and is used when your team is fielding the ball.

**ACTION CAMERA MODE**
Turn the Action Camera to ON and the camera cuts to close-ups on diving catches, jumping throws, etc.

**CONTROLLER CONFIG**
Set your controller configuration independently for fielding and pitching from one of two different configurations. See "Pitching" and "Throwing" in the "CONTROLS" menu on pages 4-5.

**CONTROLLER VIBRATION**
When a DualShock™2 analog controller is detected and this is set to ON, vibrations will occur when your batter hits the ball.

**PITCHING**
When set to AUTOMATIC, the CPU takes over your team's pitching.

**FIELDING**
When set to AUTOMATIC, the CPU controls the outfielders up to the moment that the ball is caught.

**THROWING**
When set to AUTOMATIC, the CPU takes over the defense until the end of the play.

**RELAY MAN**
When set to AUTOMATIC, the CPU decides when to use the Relay man on long throws.

**BATTING**
When set to AUTOMATIC, the CPU takes over hitting.

**BASERUNNING**
When set to AUTOMATIC, the CPU controls your baserunners.

**SUBSTITUTIONS**
When set to AUTOMATIC, the CPU makes all of the player substitutions for you.

**DEFENSIVE ALIGNMENT**
When set to AUTOMATIC, the CPU controls the alignment of your infielders and outfielders.

# GAME OPTIONS

### INNINGS
Set the number of innings in a game from one to nine. Extra innings are always played if the score is tied at the end of the game.

### DESIGNATED HITTER
BOTH means that the DH rule is on for both teams. NONE means that all pitchers must bat, regardless of what league a team is in. AL ONLY means only the American League teams have the DH rule in affect. NL ONLY means only the National League teams have the DH rule in affect.

### AUTO REPLAYS
Select how often the game shows a replay. Choose from NONE to MANY.

### GAME PACE
Choose from FASTEST to SLOWEST game pace.

### TIME OF GAME
Choose to play in the DAYTIME or at NIGHT.

### WIND
Toggle the wind ON and OFF.

### GUESS PITCH
Affect the batter's chances of getting a hit. When this is ON, the batter is allowed to guess at the upcoming pitch. See "Guessing the Pitch" on page 14 of this manual for how to guess the pitch.

### BATTER WALK-UP
Choose ON to see the batter walk up to the plate, or OFF to skip it.

### ERRORS
Turn errors ON and OFF. When ON, your fielder might drop a fly ball or your shortstop may muff a high-hopper.

### PITCHER WARM-UP
Turn this option ON and you will need to warm-up your relief pitcher in the bullpen before bringing him to the mound.

### VARIABLE UMPIRE
Toggle ON or OFF. Turn this option ON and the umpire's strike zones vary from game to game.

### MOUND VISITS
This is useful when you need time to warm-up your pitcher. Visit the pitcher more than once in an inning and you will have to replace him.

## PITCHING

The pitching examples in this section refer to the default controls. For alternate pitching controls, see "ALTERNATE CONTROLS" on page 6.

The process of throwing a pitch has two steps:

1. Pitch Selection.
2. Pitch Delivery.

### PITCH SELECTION

**Before the Pitch is thrown:**

- The infield and outfield can be realigned.
- The batter can guess what pitch is going to be thrown or get squared to bunt.
- The pitcher can select the type of pitch.

There are nine different authentic TruPitch™ pitch types in *High Heat Major League Baseball 2002*: The Change-up, Knuckleball, Curve, Split-finger Fastball (Splitter), Forkball, Sinker, Slider, Screwball and the Fastball.

To select the pitch type, press the △, □, ○, ✕, or R1 button according to the pitch you want to throw. (If you select a type that your pitcher doesn't know, he shakes it off by moving his head back and forth.)

Your pitcher comes set and awaits instructions on where to throw the ball.

### PITCH DELIVERY

At this point you can either:

- Pitch to the batter.
- Try to pick off a baserunner.

To choose where you want to try to have the ball cross the strike zone:

- Press a directional button + the ✕ button (if you don't press the directional button, the pitcher throws the ball down the middle of the plate).

To try to throw a "ball" intentionally:

- Press a directional button + the ○ button (if you don't press the directional button, the pitcher throws the ball in a random location).

The accuracy of the pitch placement depends on your pitcher's real life abilities. For example, a pitcher that is known for his good control and ability to "paint" the corners will have more accurate pitches in relation to your pitch location selection. A pitcher that is known for his lack of control will have less accurate pitches in relation to your pitch location selection.

### PICKING OFF BASERUNNERS

After a pitch selection is made and the pitcher comes set, you can throw to any base in order to try to pick off the runner by pressing the L1 button, plus the button that corresponds to the base.

### CHANGING FIELDER ALIGNMENT

You can set your infield and outfield alignments before the pitcher selects a pitch type. To align the infield, press and hold the directional button and press the L1 button. To align the outfield, press and hold the directional button and press the L2 button.

### PITCHER FATIGUE

In the Pitch Key is a fatigue level indicator that shows how your pitcher is holding up. Over the course of the game your pitcher tires and the Fatigue Bar changes. When your pitcher gets tired, his pitch control and speed degrade considerably. You should seriously consider bringing in a reliever from the Bullpen. (See "Bullpen" on page 10.)

## BATTING

### SWINGING THE BAT

To swing the bat, press and hold the ⊗ button. Be sure to keep the ⊗ button held down through the entire swing.

### AIMING THE BAT

When a pitch is thrown, you can aim your bat using the directional buttons. To swing at a certain location after a pitch, use the ⊗ button and press and hold the corresponding directional button to swing. The better your aim, the better the contact will be, and the better the chances of getting a good hit.

### CHECK AND PRACTICE SWINGS

To "check", or stop your swing, release the ⊗ button before the bat crosses the plate. To get in a practice swing before the pitch, press the directional button to determine the angle of your swing and the level of your bat, then press and hold the ⊗ button.

### BUNTING

To square around and get set to bunt, press and hold the △ button. To change the bunt angle and height, keep holding the △ button and press the directional button to adjust your bat position.

### GUESSING THE PITCH

It is possible to increase your chances of getting a good hit on a pitch by correctly guessing what pitch type a pitcher will throw. Guessing a pitch can only be done during the pitch selection before the pitcher goes into his wind-up.

To guess the pitch:

1. Press and hold the L2 button.
2. Press the button on the controller that corresponds to the pitch you think the pitcher is going to throw next.
3. A brief sound plays to acknowledge that you guessed a pitch.

# FIELDING

The Fielding examples in this section refer to the default controls. For alternate fielding controls, see "ALTERNATE CONTROLS" on page 6.

## RETRIEVING A BALL

When the ball is hit, a tracking outline appears on the field and indicates where the ball will land. The fielder nearest the ball automatically activates and an outline appears around him.

## MAKING THE PLAY

After catching or picking up the ball, you may run freely using the directional buttons, throw the ball to any base by pressing the corresponding base button on the controller, or move your fielder with the "run to..." commands. By pressing the L1 button and the corresponding directional buttons, you can run to any base. You can run to any runner by pressing the L2 button and the corresponding base directional button.

# BASERUNNING

The controls for advancing and stealing are the same. Stealing can only be done during the wind-up and pitch. Advancing is done after the ball is in play.

- To steal or advance all runners, press the ■ button.
- To steal or advance a specific runner, press the ■ button plus the directional button that corresponds to the runner's base.
- To retreat all runners, press the ● button.
- To retreat a specific runner, press the ● button plus the directional button that corresponds to the runner's base.

# PAUSE MENU

During the game, use the START button to pause the game. When the ball is in play, the game will simply display the "Paused" text. To reach the Pause Menu, pause the game when the ball is not in play. From here you can:

- Return to Game.
- Choose Team Options to make substitutions or change your options (see the "Lineup" and "Bullpen" sections on pages 8-10).
- Visit the Mound.
- Change the Defensive Alignment.
- View the Stadium.
- Replay the last play (see page 16.
- Access the replay VCR (see page 16).
- Change the amount of Replays shown.
- Change the Game Pace.
- Change the Batting cam setting.
- Change the Fielding cam setting.
- Change the Audio settings.
- Access Miscellaneous Options (see "Miscellaneous Options" below).
- Quit the game.

To access the Game Menu, select TEAM OPTIONS. For details on how to make offensive or defensive substitutions, see the "Lineup" and "Bullpen" sections on pages 8-10.

### MISCELLANEOUS OPTIONS

The options that are accessible from the Pause Menu include:

- Batter Walkup, toggle ON/OFF.
- Pitch Preview, toggle ON/OFF.
- Umpire Text, toggle ON/OFF.
- Strike Zone Display, toggle ON/OFF.
- Umpire Zone Display, toggle ON/OFF.

## INSTANT REPLAY

This option allows you to replay the last play on the field. You can set the number of replays the game automatically shows on the Game Options screen. For a complete list of instant replay controls, see "View Stadium/Camera Controls" in the "CONTROLS" menu on page 5.

## REPLAY VCR

Analyze the last play, step by step by using the replay VCR. For a complete list of Replay VCR controls, see "Replay VCR" in the "CONTROLS" menu on page 5.

# ALL-STAR GAME

Choose to go directly to an All-Star Game featuring the American League and National League All Stars.

## SETTING UP AN ALL-STAR GAME

1. Select "ALL-STAR GAME" from the Main Menu.
2. The All-Star Teams Select Screen appears.
3. Use the ⬅ and ➡ directional buttons to switch control from the American League to the National League.
4. Use the ⬆ and ⬇ directional buttons to select a skill level.
5. Press the ⊗ button.
6. The All Star Game Menu appears.

From the All-Star Game Menu you can access the Game Options, Stadium Select, Lineups, Bullpen, and Game Settings screens. See "EXHIBITION PLAY" on page 8 for a complete explanation of all these screens and the various options, or you can just:

7. Press the ⊗ button to go directly to gameplay (or press the △ button to return to the All Star Team Select) screen.

# SEASON PLAY

*High Heat Major League Baseball 2002* allows you to take as many teams as you like through a full season. Set it up the way you like and play as many of the games as you want.

## STARTING A SEASON

### SETTING UP A NEW SEASON

1. Select SEASON from the Main Menu.
2. Select NEW SEASON.
3. The Season Options screen appears.
4. Set the various Season Options (see "Season Options" below) or use the default settings.
5. Press the ⊗ button.

**NOTE:** If you have chosen a **custom season length,** go to **STEP 6.** If you chose to play the full **162 game season,** go to **STEP 9.** If you want to go back and change the season length, press the △ button.

6. The Season Custom Schedule appears.
7. Select the number of games for your season; choose how interleague games are scheduled, whether or not an All-Star Game will be played, and how many games decide the playoffs and World Series.
8. When you are satisfied with your Season settings, press the ⊗ button.
9. The Season Teams Select screen appears.
10. Use the ↑ and ↓ directional buttons to cycle through all MLB teams. Use the ← and → directional buttons to set HUMAN or CPU control of each team.
11. Press the ⊗ button.
12. The Season Main Menu appears. See "Season Main Menu".

### SEASON OPTIONS

All of the Season Options except "Season Length" are the same as the Exhibition game options. For a complete list and explanation of these options, see "Game Options" in the "EXHIBITION PLAY" section of this manual on page 12.

**Season Length**
Select to have a normal 162 game season, or select a custom length for a season anywhere from 1 to 162 games.

## LOADING AN EXISTING SEASON

To resume a saved season already in progress:

1. Insert the memory card (for PlayStation®2) containing your saved season game into MEMORY CARD slot 1.
2. Select "SEASON" from the Main Menu.
3. Select "LOAD SEASON". (If any messages appear on the screen, please follow their instructions carefully.)
4. The Season Main Menu screen appears.
5. You may continue your restored season. (See "Season Main Menu" in the following section).

# PLAYING SEASON GAMES

Once you set up your season according to the previous instructions, the Season Main Menu screen appears. This is where you begin to play out the season.

## SEASON MAIN MENU

From the Season Main Menu you can:

- Select "MANAGE" to access the Starting Lineups, Pitching Rotation, and Trades.
- Select "OWNERS" to return to the Season Teams Select screen.
- Select "SCHEDULE" to access the Season Schedule (see below).
- View the League Standings and League Leaders (see page 21).
- Select "OPTIONS" to change some of the Season Options (see page 17).
- Select "PLAYOFFS" to go to the Playoffs (see page 21).
- Save a season in progress (see page 21).

## SEASON SCHEDULE

Displays all scheduled games for the current season in a calendar format. This screen is the gateway to your season games. It lists all of the games to be played this season, including those of the teams you are controlling. Use the R1 and L1 buttons to scroll through the months. Use the ⬅ and ➡ directional buttons to highlight the different options at the bottom of the screen and press the ⊗ button.

To view a specific team's schedule:

1. Use the ⬅ and ➡ directional buttons to highlight the team name.
2. Press the ⊗ button.
3. Continue pressing the ⊗ button to scroll through each team's schedule one at a time.

To play a game on the schedule:

1. Select "SELECT GAME". A highlight appears on the calendar.
2. Move the highlight to any game.
3. Press the ⊗ button.
4. Select "PLAY GAME".
5. At this point, play proceeds like an exhibition game. Refer to the "Controller Assign" section on page 8 for more information.

To simulate a specific game:

1. Select "SELECT GAME". A cursor appears on the calendar.
2. Move the cursor to any game.
3. Press the ⊗ button.
4. Select "SIM GAME".
5. The CPU simulates the game, and the results appear on the schedule.

To simulate an entire season:

1. Select "SIM TO PLAYOFFS".
2. The CPU simulates all games for the season, and the results appear on the schedule.

## TEAM MANAGEMENT

On the Season Main Menu screen, select "MANAGE" to access the Starting Lineups, Pitching Rotation, View Trades, or select Team Owners to return to the Season Teams select screen.

### STARTING LINEUPS

Each team begins with a default starting lineup that you can change to your liking. The time to set your lineup is before the game begins. As long as the game has not begun, you can move players around in the starting lineup or swap them back and forth with the bench. Once the game has begun, the batting order cannot be changed.

To change the lineup before starting a game, go to the Lineup screen:

1. Select "SWAP PLAYER" to switch places in the batting order, or SUB PLAYER to bring in a new player in place of another.
2. Use the directional buttons to highlight the player to swap or substitute.
3. Press the ⊗ button to select the player.
4. Highlight the player to switch in the order or substitute.
5. Press the ⊗ button. (Press the △ button to cancel the selection.)
6. The players have switched or have been substituted in the order.

To change a player's position at any time, on the Lineup screen:

1. Select "SWAP POSITION".
2. Highlight the player whose position you want to change and press the ⊗ button. (To cancel the position change, press the △ button.)
3. Next, highlight the second player and press the ⊗ button again.
4. The positions for both players swap.

Note that swapping player positions on the field does not change their order in the batting lineup, and it is not possible to swap positions with a player on the bench. (Instead use "SUB PLAYER" to bring the player in off the bench.)

### PITCHING ROTATION

The pitching rotation is the order in which your starting pitchers appear in the game.

To set a custom rotation:

1. Select "PITCHING ROTATION" to bring up the Rotation screen.
2. Select "CHANGE ROTATION".
3. Highlight the first pitcher to move.
4. Press the ⊗ button and his name and stats change colors. Pressing the △ button cancels the rotation change.
5. To complete the swap, highlight the second pitcher to move.
6. Press the ⊗ button and the two pitchers change places in the rotation.

## TRADES

On the Season Main Menu, select "MANAGE", and then select "TRADES". The Trades screen appears. Here you will see a grid listing players and their stats from the default team, a "Trading Block" where the players you select for a trade will be displayed, and several options at the bottom of the screen.

To change the team shown in the grid:

1. Use the ⬅ and ➡ directional buttons to highlight the team name at the bottom of the screen.
2. Press the ⊗ button.
3. A new team of players appears in the grid. (Continue pressing the ⊗ button to scroll through all teams.)

To change the list from batters to pitchers:

1. Use the ⬅ and ➡ directional buttons to highlight "VIEWING BATTERS" at the bottom of the screen.
2. Press the ⊗ button.
3. The list changes from batters to pitchers. (Press the ⊗ button again to return to batters.)

To execute a trade:

1. Change the team shown in the grid, according to instructions above.
2. Highlight "PLAYER 1".
3. Press the ⊗ button and the highlight appears in the player grid.
4. Highlight the player you want to trade.
5. Press the ⊗ button.
6. The player appears in the "Trading Block" above the player grid.
7. Follow the previous instructions on how "To change the team shown in the grid" until the desired team that has the player you want appears.
8. Highlight "PLAYER 2".
9. Press the ⊗ button and the highlight appears in the player grid.
10. Highlight the player you want.
11. Press the ⊗ button.
12. Both players appear in the trading block.
13. Highlight "TRADE" at the bottom of the screen.
14. Press the ⊗ button.
15. The trade confirmation screen appears.
16. Select "YES" to complete the trade, or "NO" to cancel.

To view the stats for players vs. left or right-handed pitching separately:

1. Use the ⬅ and ➡ directional buttons to highlight "SPLITS: TOTAL" at the bottom of the screen.
2. Press the ⊗ button. The stats for the player vs. left-handed pitching appear.
3. Press the ⊗ button again.
4. The stats for the player vs. right-handed pitching appear.

To view the stats for a player's career, playoffs or the current season:

1. Use the ⬅ and ➡ directional buttons to highlight "STATS" at the bottom of the screen.
2. Press the ⊗ button.
3. The displayed player stats toggle between the Playoff stats, last year, current season, and career.

# SEASON STATISTICS

## STANDINGS

Displays the current season standings in the leagues.

## LEAGUE LEADERS

Displays the season leaders in various categories for each league in a grid format. Highlight the category you want at the bottom of the screen by using the ⬅ and ➡ directional buttons and press the ⊗ button:

- **LEAGUE:** Switches between American, National, and both League Leaders.
- **TEAMS:** Swaps between All Players, Team Totals or All 30 Teams Leaders.
- **QUALIFY:** ON or OFF. Turn on and only the players who have played enough to officially qualify as league leaders appear.
- **TYPE:** Switch between Batting, Fielding, or Pitching stats.
- **STATS:** Changes the stats between your season, career, and Playoff stats.
- **SPLITS:** Select stats to display separately for players vs. Left or Right-handed pitchers or batters.
- **POSITION:** Specify to display stats for particular positions.
- **SORT:** This will sort the stats according to the column in the player grid that is highlighted.

# SAVING A SEASON

Select "SAVE" from the Season Menu. If you don't have a memory card (for PlayStation®2) in MEMORY CARD slot 1, you will be prompted to insert one. Follow the instructions onscreen to save your season. Later you can reload and continue your season by selecting "SEASON" from the Main Menu. Note that each memory card (for PlayStation®2) can contain only one saved season.

# PLAYOFFS

The following menu items are available from the Playoffs Main Menu:

**PLAY GAME:** You can play any game of any series by highlighting a series, highlighting "PLAY GAME", and pressing the ⊗ button.

**SIM GAME:** You can simulate any game of any series by highlighting a series, highlighting "SIM GAME", and pressing the ⊗ button.

**SIM SERIES:** You can simulate an entire series by highlighting any series, highlighting "SIM SERIES", and pressing the ⊗ button.

# TIPS AND STRATEGY

## BATTING

### NOVICE

- Try to wait for a good pitch!  Don't swing at everything! Patience will generally pay off.
- Get ahead in the count; pitchers will then be forced to throw more strikes.

### INTERMEDIATE

- Use the directional button when you swing to "go with the pitch".
- Strategically use sacrifice bunts in the late innings when a single run becomes more important.

### ADVANCED

- Try to identify the pitch type as early as possible to anticipate the break.
- Use the "Guess Pitch" feature and your knowledge of what the pitcher likes to throw in real life to further increase your chances of batting success!

## PITCHING

### NOVICE

- Mix up your pitch types and locations! Don't be predictable!
- Remember to sometimes throw balls, not strikes. Sometimes the hitter will chase a bad pitch and strike out or hit a weak grounder or pop fly.
- If a pitch does not end up where you aimed it, it is because of your pitcher's control rating. If he is especially wild, remember that asking him to try to throw a ball may be better than asking him to try to throw a strike when you really need a key strike!

### INTERMEDIATE

- Keep the ball away from hitters (outside) as much as possible. Most of the time power is best generated on inside pitches. But remember: Don't be predictable!
- Utilize pickoff throws and pitchouts to keep opposing baserunners honest. Just like real baseball, using these techniques sparingly in steal situations is likely to be more effective than using them all the time. Use the element of surprise!
- If first base is open, do not hesitate to use an intentional walk against a star opponent.

### ADVANCED

- Throw a pitcher's most effective real life pitches most often. It will make a difference!
- Utilize changing speeds and breaks to keep a hitter off balance. A mix of Knuckleballs and Fastballs can drive a hitter crazy! So can a Sinker or Screwball following a big Curve!
- Don't be afraid to "pitch around" a key hitter and walk him if necessary, especially if you get behind in the count. In important situations, a walk is almost always a MUCH better result than a Home Run!

## DEFENSE

### NOVICE

- Don't throw the ball around unnecessarily. Your opponent will often be able to take extra bases. You will also be asking for trouble with off-line throws and errors.

### INTERMEDIATE

- Use the jump and dive maneuvers to rob potential hits, but try not to overuse them and cost you sure outs.

### ADVANCED

- Utilize the cut-off man. Doing so will often get the ball to your preferred destination faster than throwing straight through. It will also increase your options if a baserunner gets too greedy.

## BASERUNNING

### NOVICE

- Use the directional button with the advance or retreat commands to send a single baserunner at a time (as opposed to all of your runners).
- Being aggressive on the bases, especially in the early innings, often pays big dividends!

### INTERMEDIATE

- Keep your eyes open. Plenty of opportunities for taking an extra base exist when the opponent tries to nail a lead runner.

### ADVANCED

- Use the lead and retreat lead buttons to rattle an opposing pitcher with stolen bases. Mastery of these techniques will give you a competitive edge. But always be careful of a pickoff move!

## STRATEGY

### NOVICE

- Watch your pitcher's fatigue meter. Be sure to always replace a pitcher when he is tiring, especially if he seems to be losing his control.

### INTERMEDIATE

- Use pinch hitters and relief pitchers to create Lefty/Righty match-ups just like they do in the Big Leagues. It will make a significant difference in the game!
- With a decent lead, consider using late inning defensive replacements. Not doing so can cost you.

### ADVANCED

- Use double-switches to keep your pitcher in the game longer and away from the batter's box.
- In Season Play, be careful not to overuse pitchers, particularly short relievers.
- Use any and all strategies you see succeed in Major League Baseball. They generally will have a similar chance of success in this game!

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